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**MIDWAY**



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SEGA™



SEGA SATURN™

**Acclaim**  
entertainment, inc.

# MORTAL KOMBAT II

**A NEW LEVEL OF KOMBAT!**



**MIDWAY**

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-8103H



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### HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

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500 years ago, the shapeshifter Shang Tsung was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn and his minions to enter the dominion and rule forever.

He was defeated.

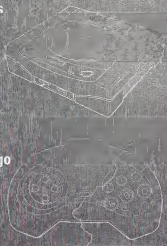
He returned to the Outworld a failure, facing execution at the hands of Shao Kahn, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent death of Goro, his fate seemed sealed. But Tsung told Kahn of his plan for revenge, a plot so evil and twisted even Kahn was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge—a tournament hosted by Shao Kahn himself.

Today, the Tournament Begins... Again!



# LET THE TOURNAMENT BEGIN!

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1 (and 2 if playing a two player game).
2. Place the Mortal Kombat™ II disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.



**IMPORTANT:** Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



# GETTING STARTED

After the opening intro, the Mortal Kombat® II title screen appears. You can press Start at any time during the intro to bring up the Title screen. From the Title screen, press Start to get to the Main Menu screen. You will be given 2 choices: **START** and **OPTIONS**. Move the D-PAD UP or DOWN to highlight your choice, then press the **START BUTTON**.

Start Game begins a one-player battle for the title of Grand Champion. First, however, a fighter must be selected. The warrior selection screen has pictures of all the warriors available to a player.

To select a warrior, move the colored frame onto a warrior using the D-PAD. When your choice is framed, press any **BUTTON** to select that warrior.

To select a warrior randomly, leave the frame on the initial warrior (Liu Kang for Player 1, Reptile for Player 2) and press **UP** and the **START BUTTON**.

Should a second player desire to join the tournament, he may do so at any time by pressing his **START BUTTON**. This will then return both players to the "Choose Your Fighter" screen where they again must choose their warriors. Both players may choose the same warrior. When this happens, the two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

**OPTIONS** brings the player to the **OPTIONS** screen where a number of game features can be modified using **UP** or **DOWN** on the D-PAD to highlight an option and **LEFT** or **RIGHT** to change option settings. When you are satisfied with your option settings, highlight **FINISH** and press the **START** button to return to the main menu.

**CREDITS** allows you to determine how many continues you may use before your game is over. To increase or decrease your credits, move the D-PAD **LEFT** or **RIGHT**.

**SHANG TSUNG MORPH:** This option allows you to set the morphing abilities of Shang Tsung to:

**No One** — Turns off Shang Tsung's morphing ability.

**Opponent** — Limits Shang Tsung's morphing ability to whoever his opponent is.

**Anyone** — Allows Shang Tsung to morph into any character.



**DIFFICULTY** allows you to choose whether the game will be Very Easy, Easy, Medium, Hard or Very Hard. To set Difficulty, move the cursor to your choice.

**NINJA SLIDE:** This allows you to change controls for the Ninja Slide to Away, Low Kick + High Kick.

**BACKGROUND:** This menu selection allows you to choose which background you wish to fight against. After highlighting Background, press LEFT or RIGHT on the D-PAD to bring up the desired setting name.

**SOUND TEST:** This allows you to sample all sound effects and music in *Mortal Kombat II*. Highlight Sound or Music, then toggle to the sound you wish to hear.

**CONTROL CONFIGURATION:** This option allows you to set your controller to suit your play style. To do so, press UP or DOWN on the D-PAD to highlight an action, then press the button you wish to perform that action.

**FINISH!** To exit the options screen and return to the main menu, move the cursor to FINISH and press the START BUTTON.



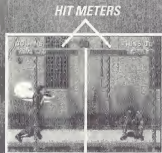
# RULES OF THE OUTWORLD

While the komatants in the original Shaolin Tournament for Martial Arts wagered their very lives upon their skills, in Shao Kahn's Outworld tournament, they wager much more!!!

The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all *Mortal Kombat II* battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors.

The meters begin each round completely green, but each time a warrior is hit, an amount of red signifying the degree of injury is added to his meter. When a warrior's bar becomes completely red, he is knocked out and the round goes to his opponent.

Should time run out before either komatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.



**NOTE:** If five rounds pass without a match winner, both komatants will be disqualified from the tournament.

Once a warrior has defeated the other komatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung. His youth restored by his master Shao Kahn, Tsung possesses both powerful magic and considerable physical skill.

Should a warrior defeat Tsung, his next opponent is the massive Kintaro. Kintaro is of the same race of half-human dragons which spawned Goro. Enraged at his comrade's death at the hands of a mere mortal, Kintaro sought entrance to the tournament to seek revenge. Shao Kahn granted him this privilege in exchange for his servitude.

Defeating Kintaro proves a warrior worthy of meeting Shao Kahn, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!

# THE ART OF KOMBAT II:

## THE BASIC MOVES:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Defensive lessons are as follows:

Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes. The fundamental offensive moves are as follows:

## THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. Although they do more damage, they also are slower. The advanced moves are as follows:

To Uppercut: Press **CROUCH + HIGH PUNCH**

To Foot Sweep: Press **AWAY + LOW KICK**

To Roundhouse: Press **AWAY + HIGH KICK**

To execute a Flying Punch: **JUMP or FLIP + LOW or HIGH PUNCH**

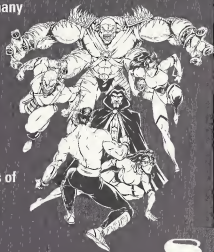
To execute a Flying Kick: **JUMP or FLIP + LOW or HIGH KICK**

## SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

## WARRIOR WISDOM:

- Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.
- Timing is crucial to landing many moves. Practice often to learn timing secrets.
- With practice, combinations of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.
- Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use and combat them better.



TO FLIP  
FORWARD OR  
BACK: PRESS  
D- PAD UP + LEFT  
OR RIGHT

PUNCH  
(HIGH)

KICK  
(HIGH)

KICK  
(LOW)

BLOCK  
(Y or B  
BUTTON)

PUNCH  
(LOW)

JUMP

MOVE  
FORWARD  
OR BACK

CROUCH

STARTS THE GAME, PAUSES  
THE GAME, RESUMES PLAY  
WHEN PAUSED



# QUICK REFERENCE CHART

	NORMAL	+TOWARDS	+AWAY	+UP	+DOWN
A BUTTON	Low Punch/ Throw	Throw	Low Punch	Flying Punch	Crouched Low Punch
X BUTTON	High Punch	High Punch	High Punch	Flying Punch	Uppercut
C BUTTON	Low Kick	Low Kick	Foot Sweep	Flying Kick	Crouched Toe Tap
Z BUTTON	High Kick	High Kick	Roundhouse	Flying Kick	Crouched Kick
B or Y BUTTON	Block	Block	Block	Block	Block





# WARRIOR PROFILES



## LIU KANG™

After winning back the Shaolin Tournament from Shang Tsung's twisted clutches and returning him to the Outworld in disgrace, Liu Kang returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung and his minions. Now he travels into the dark realm to seek revenge...

### SPECIAL MOVES:

*Standard Fireball:* Towards, Towards, High Punch

*Crouching Fireball:* Towards, Towards, Low Punch

*Flying Kick:* Towards, Towards, High Kick

*Bicycle Kick:* Hold Low Kick for 5 seconds then release



## KUNG LAO™

A former Shaolin monk and member of the White Lotus Society, Kung Lao is the last descendant of the great Kung Lao who was defeated by Goro 500 years ago, allowing the tournament to fall into Shang Tsung's evil hands. Realizing the danger the Outworld menace poses to all Earth, he joins Liu Kang in entering Shao Kahn's contest.

### SPECIAL MOVES:

*Teleport:* Down, Up

*Hat Throw:* Away, Towards + Low Punch

*Bullet Kick:* Up, Down + High Kick at the peak of any jump

*Whirlwind Spin:* Up, Up, Low Kick (Keep tapping Low Kick to keep spinning)





## JOHNNY CAGE™

The world was shocked when martial arts movie star Johnny Cage disappeared from the set of his latest film. But in truth, he was following his former ally Liu Kang into the Outworld where he plans to compete in a twisted tournament in which lies the balance of Earth's existence... as well as a script for another blockbuster movie.

### SPECIAL MOVES:

*Green Flame (Low):* Half Circle Away to Towards, Low Punch  
*Green Flame (High):* Half Circle Towards to Away, High Punch  
*Shadow Kick:* Away, Towards, Low Kick  
*Shadow Uppercut:* Away, Down, Away, High Punch  
*Low Blow:* Block + Low Punch

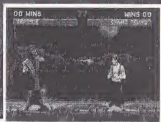


## REPTILE™

Shang Tsung's personal protector, Reptile, lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.

### SPECIAL MOVES:

*Acid Spit:* Towards, Towards, High Punch  
*Force Ball:* Away, Away, High Punch + Low Punch  
*Invisible:* Hold Block, Up, Up, Down, release Block, High Punch  
*Slide:* Away + Low Punch + Low Kick + Block







## SUB ZERO™

Thought to have been vanquished in the Shaolin Tournament, Sub Zero mysteriously returns. It is believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas", has traveled into the Outworld to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.

### SPECIAL MOVES:

*Deep Freeze:* Down to Towards + Low Punch

*Ground Freeze:* Down to Away + Low Kick

*Slide:* Away + Low Punch + Low Kick + Block



## SHANG TSUNG™

After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung promised his ruler, Shao Kahn, that he could still unbalance the furies and allow Kahn to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn restored Tsung's youth.



### SPECIAL MOVES:

*Flaming Skulls:* Away, Away, High Punch (One)

Away, Away, Towards, High Punch (Two)

Away, Away, Towards, Towards, High Punch (Three)



### MORPHS:

*Liu Kang:* Away, Towards, Towards, Block

*Kung Lao:* Away, Down, Away, High Kick

*Johnny Cage:* Away, Away, Down, Low Punch

*Reptile:* Up, Down + High Punch

*Sub Zero:* Towards, Down, Towards, High Punch

*Kitana:* Block, Block, Block

*Jax:* Down, Towards, Away, High Kick

*Mileena:* Hold High Punch for 2 seconds then release

*Baraka:* Down, Down, Low Kick

*Scorpion:* Up, Up

*Rayden:* Down, Away, Towards, Low Kick



## KITANA™

Kitana's beauty hides her savage role as a personal assassin for Shao Kahn. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena, but only Kitana knows her own true intentions.

### SPECIAL MOVES:

*Fan Swipe:* Away + High Punch

*Fan Throw:* Towards, Towards, High Punch + Low Punch

*Fan Lift:* Away, Away, Away, High Punch

*Square Wave Punch:* Half Circle, Towards to Away, High Punch



## JAX™

Major Jackson Briggs was leader of the U.S. Special Forces unit of which Lt. Sonya Blade was a member. After receiving a signal from Lt. Blade, Jax embarks on a rescue mission, hoping to retrieve both Sonya and the elusive Kano, wanted criminal and leader of the Black Dragon organization. Sonya's trail leads him into the ghastly Outworld, where he believes both Sonya and Kano to be held prisoner.



### SPECIAL MOVES:

*Ground Pound:* Hold Low Kick for 3 seconds, then release

*Gotcha Grab:* Towards, Towards, Low Punch

*Super Slam:* Tap High Punch during Throw maneuver

*Sonic Wave:* Half circle, Towards to Away, High Kick

*Backbreaker:* Block, while in air with opponent



## MILEENA™

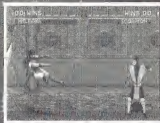
Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearance conceals her hideous intentions. At Shao Kahn's request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.

### SPECIAL MOVES:

*Teleport Kick:* Towards, Towards, Low Kick

*Roll Attack:* Away, Away, Down, High Kick

*Sai Throw:* Hold High Punch for 2 seconds then release



## BARAKA™

Baraka led the attack against Liu Kang's Shaolin temple. He belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills and dreaded Blade Fury gained the attention of Shao Kahn who then recruited him into his army of destruction.



### SPECIAL MOVES:

*Blade Swipe:* Away + High Punch

*Blade Spark:* Down to Away, High Punch

*Blade Fury:* Away, Away, Away, Low Punch

*Double Kick:* Tap High Kick 2 times when close to your opponent



## SCORPION™

This reincarnated specter is back after learning of Sub Zero's return. He again stalks the ninja warrior, following him into the dark realm of the Outworld where he continues his personal mission — to avenge the loss of his family at the hands of the Lin Kuei clan.

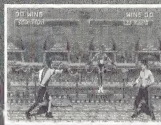
### SPECIAL MOVES:

*Spear:* Away, Away, Low Punch

*Decoy Punch:* Down to Away, High Punch

*Scissor Takedown:* Towards to Away, Low Kick

*Air Throw:* Block, while in air with opponent



## RAYDEN™

Watching events unfold from high above, the mystic Rayden realizes the grim intentions of Shao Kahn. After warning the remaining warriors from the Shaolin Tournament, Rayden soon disappears. He is believed to have ventured into the Outworld alone.



### SPECIAL MOVES:

*Lightning Bolt:* Down to Towards, Low Punch

*Flying Thunderbolt:* Away, Away, Towards

*Teleport:* Down, Up

*Shock:* Hold High Punch for 3 seconds, then release when next to a standing opponent (In two player mode only!)



## KINTARO™

With Goro missing, Kintaro steps up to take his place as supreme ruler of Shao Kahn's armies. Stronger and more agile than his predecessor he is enraged by Goro's defeat. Kintaro vows to take revenge on the Earth warriors responsible.



## SHAO KAHN™

The supreme ruler of the Outworld, Shao Kahn governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung into the Mother Realm (Earth) to pay for his crimes. Shang Tsung was to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung be cleared of his offense and the curse be lifted.



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